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## **Video game industry urged to enforce ratings system**

**LANSING** – Senate Republicans are urging the Video Software Dealers Association and the Entertainment Software Ratings Board to increase efforts to enforce compliance with ratings systems for violent video games, Sen. Jud Gilbert announced.

Gilbert introduced a resolution to encourage the video game industry to put more pressure on businesses to increase compliance with ratings guidelines and to increase penalties for those who violate the ratings system.

“While parents should be responsible for what games their children play, it also is crucial that businesses comply with the rules set by the industry,” said Gilbert, R-Algonac. “We must do all that we can to cut down on young children being exposed to these violent video games.”

Senate Resolution 32 is part of a Senate package aimed at keeping violent and sexually explicit video games from being viewed by young children. The bills prohibit and prescribe penalties for sale or rental of graphically violent video games to persons under 17.

Several studies indicate that exposure to some of these types of games at too early an age can contribute to a number of personality problems, including increased chances of aberrant behavior.

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